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ELECTRONIC ARTS®

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**DEATHLORD™****GETTING STARTED**

1. Remove all cartridges.
2. (C128 owners: Put your computer in C64 mode.) Insert the Boot disk in the disk drive and turn it on; then turn on the computer and the monitor.
3. Type LOAD"EA",8,1
4. After it loads, you'll see a title screen and then a screen with three options: Utilities, Character Options, and Play Deathlord. Press the key that corresponds to the first letter of the option you want.

**NOTE:** If you have any trouble loading the game, disconnect any secondary peripherals (i.e., fast loader, second disk drive, or printer) and try loading again.

**UTILITIES**

**Transfer Characters:** Transfers in characters from Bard's Tale I, II, III, or Ultima III™. Due to differences between the games, the characters will be somewhat different in Deathlord. Equipment does not transfer.

**Change Character Name:** Changes the name of any character (up to nine letters).

**Make Scenario Disks:** Makes copies of the A and B sides of the Master Scenario disk (for a total of two disks) to play on. You can't play from the Master Scenario disk so you must do this before you can play. Follow the onscreen instructions.

**Backup Character Roster:** Copies your character roster onto another Scenario disk. Good precaution to take after completing a tough dungeon or acquiring a special item. If you run into trouble (for instance, everyone dies), you can use this backup. Follow the onscreen instructions. An alternative method to backing up your character roster is as follows: 1) Make two sets of Scenario disks. You'll use one set as the Play disks and the other set as the Backup disks. 2) When you think there's going to be trouble (like you might die), save your game on your Play disks by pressing Q. Next, remove the Play disks, insert your Backup disks and press Q again. Finally, remove your Backup disks, reinsert your Play disks, and continue playing. 3) If you do get killed, reload the game with the Backup disks. Once the game is loaded, remove the Backup disk, insert the Play disk, and save by pressing Q. Continue playing on the

Play disks. When you're playing, be sure not to mix up the Play and Backup disks.

*Return to Main Menu:* Returns you to the Main Menu.

### CHARACTER OPTIONS

*Inspect a Character:* Lets you view a character on the roster.

*Conjure a New Character:* Creates a new character. When statistics are generated, press N until you're satisfied with the numbers; then press Y.

*Terminate a Character:* Permanently eliminates a character from a roster.

*Assemble a Group of Adventurers:* Lets you choose from one to six characters on the roster to form a group for play.

*Disperse Existing Group:* Removes a party from a scenario disk and disperses them back onto the roster.

*Return to Main Menu:* Returns you to the Main Menu.

If you want to cancel an option that you've chosen from either the Utilities or Character Options Menu, press <RUN/STOP>.

### PLAY DEATHLORD

This lets you begin play. (Before you can start the adventure, you must have an assembled party.) Insert the correct scenario disk at the prompt and enter the world of Lorn.

### COMBAT COMMANDS

A Attack  
C Cast Spell  
F Flee combat  
N Negotiate  
R Retreat  
S Skip attacks

U Use an item  
W Ready a weapon  
Y Yell or speak  
<RETURN> Show stats for current player  
SPACE BAR Moves to next player

### OTHER COMMANDS\*

A	Attack	W	Ready weapon**
B	Board or disembark vessel	X	Exchange equipment
B	Break camp	Y	Yell
C	Cast a spell	Z	Drink
D	Drop equipment	<CTRL>-A	Assign macros
E	Enter building or area	<CTRL>-S	Toggle sound
F	Find secret doors, traps, etc.	SPACE BAR	Wait
G	Get or steal item	1	Player 1 stats
H	Hide party	2	Player 2 stats
I	Move north	3	Player 3 stats
J	Move west	4	Player 4 stats
K	Move south	5	Player 5 stats
L	Move east	6	Player 6 stats
M	Light Torch	^	Climb out of pit
N	New party leader	\$	Pool gold
O	Orate or speak	:	Set combat speed
P	Pick lock	#	Reorder party
<CTRL>-P	Pitch camp	<F1>	Do macro 1 (non-combat)
Q	Save game	<F3>	Do macro 2 (non-combat)
R	Read sign	<F5>	Do macro 3 (non-combat)
S	Smash door or gate	<F7>	Do macro 4 (non-combat)
T	Transfer equipment	<RUN/STOP>	Abort action
U	Use item	<RETURN>	Shows stats for leader
V	View area or object		

\*For complete descriptions on these commands, see the manual.

\*\* HINT: Be sure your party members always have their weapons ready — they may be attacked at any time!